

STEAMJACK

STEAMJACK NAME

CHASSIS TYPE

HEIGHT _____ WEIGHT _____

MAX FUEL LOAD

FUEL CONSUMPTION

STATS

PHY

STR

SPD

AGI

PRW

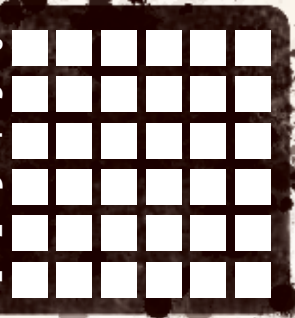
POI

INT

PER

DAMAGE GRID

1 2 3 4 5 6



Crippled Arc Node:

Cannot be used to channel spells.

Crippled Cortex:

Lose all focus points and cannot be allocated focus.

Cannot spend focus points for any reason.

Crippled Movement:

DEF 7. Cannot run or charge.

Crippled Arm or Head:

Roll one fewer die on attack and damage rolls with weapons in the crippled location. Cannot make power attacks with weapons in crippled location.

RANGED WEAPONS



NAME

NOTES

AMMO

RNG

POW

LOC



NAME

NOTES

AMMO

RNG

POW

MELEE WEAPONS



NAME

NOTES

MAT

P+S



NAME

NOTES

MAT

P+S

ADDITIONAL WEAPON

NAME

NOTES

DEF

BASE DEF

+

MODIFIERS

=

TOTAL DEF

ARM

BASE ARM

+

MODIFIERS

=

TOTAL ARM

CATASTROPHIC DAMAGE

AREA DAMAGED

DESCRIPTION/NOTES

CORTEX

IMPRINT:

NOTES:

FIGHTING BONUS:

LANGUAGE:

GEAR & UPGRADES

NAME

DESCRIPTION/NOTES

WEAPON LOCK

Requirement: Open Fist

Roll: MAT

Effect: Target cannot attack with locked location

Pg Ref: 312

HEAD-BUTT

Requirement: Attack equal or smaller size base

Roll: MAT

Effect: STR damage roll + Knockdown

Pg Ref: 313

PUSH

Requirement: None

Roll: Contested Roll STR + d6

Effect: Target pushed 1" directly away

Pg Ref: 313

SLAM

Requirement: 3" + movement and charge capable

Roll: MAT (-2 vs larger base)

Effect: STR damage roll + Slammed

Pg Ref: 313

THROW

Requirement: Open Fist

Roll: MAT then contested STR + d6

Effect: STR damage roll + target thrown 1/2 STR inches

Pg Ref: 313

DOUBLE HANDED THROW

Requirement: Two Open Fists

Roll: MAT then contested: Attacker STR + 2d6, Defender STR + d6

Effect: As throw but STR inches. Targeted throw possible

Pg Ref: 314

TRAMPLE

Requirement: Heavy steamjack and charge capable

Movement: Straight line advance through small based models

Roll: MAT

Effect: Target cannot attack with locked location

Pg Ref: 314

KNOCKOUT STRIKE

Requirement: Melee attack against living target

Roll: MAT -1

Effect: POW + STR Damage Roll. Target must pass Willpower test versus STR + 7 or be knocked out.

Pg. Ref: 210

GRAPPLE

Requirement: Open Fist

Roll: MAT

Effect: Enter Grapple with Target

Pg. Ref: 210